

SAMURAI LEGEND

MUSASHI[®]



SQUARE ENIX[™]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

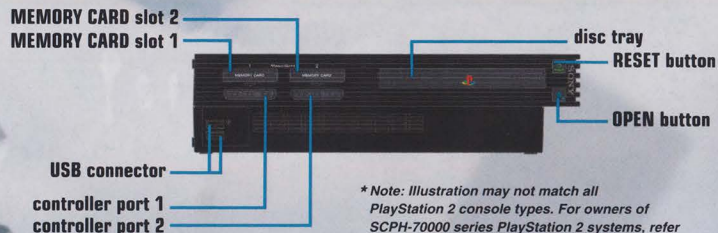
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.



CONTENTS

2	Getting Started	12	Actions
3	Basic Controls	14	Duplication
4	Story	15	Carrying
6	Characters	16	Powers of the Five Swords
8	Settings	18	Travel Tips
9	Combat	20	Shops
10	The Main Menu	25	Limited Warranty





* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **MUSASHI®: Samurai Legend™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

The Start Menu

The start screen will appear after the opening demo or when the START button is pressed. Press the START button at this screen to access the start menu. From there, you can start a new game, continue a saved game, or configure game options.



Saving and Loading Data

At least 603 KB of space is required on a memory card (8 MB) (for PlayStation®2) in order to save your game. Insert a memory card into either MEMORY CARD slot to save or load data.



Saving Data

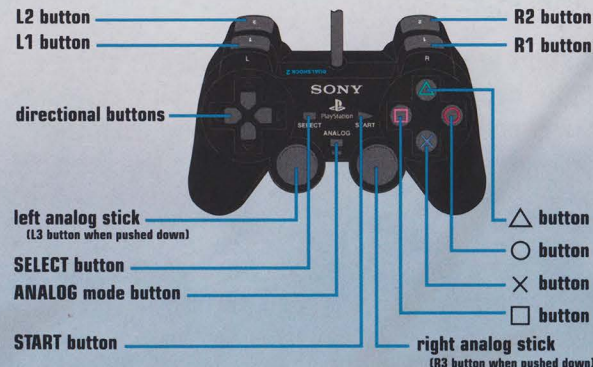
You can access the save menu from Musashi's room, on the first floor of Antheum. Here you can record your adventures on a memory card.

Loading Data

Select "CONTINUE" from the start menu to view your current save files. Following the on-screen instructions, select the file from which you would like to resume play.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ACTION/BATTLE CONTROLS

left analog stick	Run / Walk
right analog stick	Move camera
directional buttons	Change target
Ⓢ button	Quick slash with katana (right hand)
Ⓜ button	Heavy slash with great sword (left hand) / Put down
Ⓢ button	Perform selected ability
Ⓜ button	Jump / Talk / Carry
Ⓜ button twice	Double jump
L1 button	Defend
R1 button	Lock on / Charge focus gauge
L2 + Ⓢ buttons	Unleash latent power
R2 button	View quick menu
START button	Open main menu
SELECT button	Not used

During play, the controller always remains in analog mode, indicated by the red LED light. The vibration mode can be turned on or off in the "OPTIONS" section of the main menu. Please note that this game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

MENU CONTROLS

directional buttons	Select
Ⓢ button	Not used
Ⓜ button	Cancel / Return to previous screen
Ⓢ button	Not used
Ⓜ button	Confirm
L1 button	Cycle menu back
R1 button	Cycle menu forward
R2 button	View quick map
START button	Close main menu
SELECT button	Not used

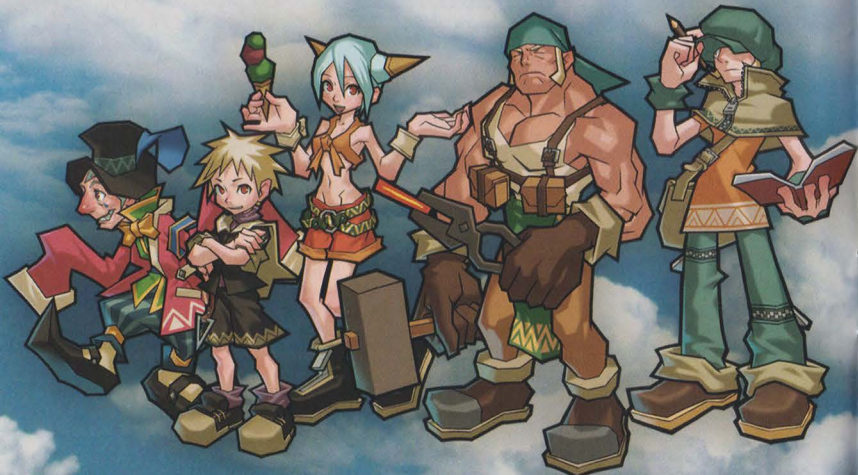
Press the L1, L2, R1, R2, START, and SELECT buttons simultaneously to perform a soft reset. Soft reset is disabled during certain scenes.

In a distant world, a man called Gandrake and his enigmatic corporation developed a device called the nebulum engine. This revolutionary invention brought new possibilities and changed the lives of people everywhere.

But soon Gandrake Enterprises began to lust for power. Its goal: total world domination through control of the precious fuel known as nebulite. To this end, Gandrake began to take a particular interest in the Mystics, a people gifted in the arts of magic.

To save them from Gandrake's schemes, the princess of the Mystics invoked an ancient spell of great power to summon a hero. Her magic brought them a young samurai named Musashi...just before the enemy took her captive and drove her subjects from their home.

Now, called across time and space to a strange land, Musashi must find Princess Mycella and save the Mystics if he has any hope of returning home. But he is not alone. With the aid of an eccentric but brilliant martial arts master, Musashi strives to become the greatest samurai ever known. With an entire world to save, he has his work cut out for him!



Musashi

Our hero is the young warrior who will grow up to be Miyamoto Musashi, the most famous samurai in Japanese history. His early martial arts training is interrupted when Princess Mycella summons him to another world.



Princess Mycella

Mycella is a strong-willed girl with a deep sense of responsibility for her people. She uses her summoning talents to call forth help from a distant land.

Fontina

The Maiden of Water is keeper of the Sword of Water and a librarian at the Anthem archives. Her knowledge is the pride of the Mystics. She is self-reliant and headstrong.



Gandrake

The enigmatic head of Gandrake Enterprises threatens to overpower Mycella and her people. He is believed to be a gifted swordsman, but little is known about him.



Burrini

Burrini, Maiden of Earth, sets out to retrieve the Sword of Earth. But it soon becomes clear that this will be no easy task...



Mirabo & Maribo

These twin maidens guard the Sword of Fire. Passionate Mirabo and practical Maribo are polar opposites, but they are close and complement each other well.



OPTIONS

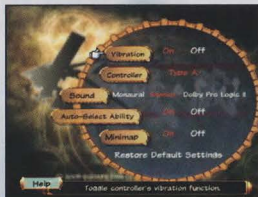
Select "OPTIONS" to configure the game settings outlined below.

Controller

Choose between two different controller configurations.

Vibration

Turn the DUALSHOCK®2 analog controller's vibration feature on or off.



Sound

Change your audio settings to monaural, stereo, or Dolby® Pro Logic® II.

Dolby® Pro Logic® II

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding, and select "Dolby Pro Logic II" from the audio options menu of the game, to experience the excitement of immersive surround sound.



- Please refer to your sound system's instruction manual for further details.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Auto-Select Ability

Turn this on to automatically select your new ability whenever you learn one.

Minimap

Show or hide the minimap that appears in the lower right corner of the screen.

STARTING OVER

The "Game Over" Screen

The game ends if Musashi runs out of hit points (HP). You can then continue or end the game. Continuing allows you to play from the last checkpoint you touched. Ending the game returns you to the opening demo and start screen.



Combat Gauges

The gauges in the upper left corner of the screen indicate Musashi's current condition.

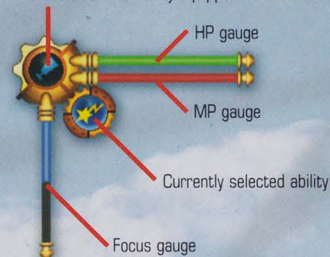


Minimap

The map in the lower right corner of the screen shows your current location and the immediate area. The top of the map is north, and the arrow indicates the direction you are facing.

COMBAT GAUGES

Great sword currently equipped in left hand



The green bar represents Musashi's current hit points (HP), and the game ends if it is completely depleted. The red bar indicates his current mystical power (MP), an element needed to unleash latent powers and to perform certain techniques. The blue bar is the focus gauge. It must be full for Musashi to perform duplication, a way of learning enemy techniques (see p. 14).

Battle System


Be prepared to encounter both friend and foe outside Antheum's walls. Combat consists of slashing with your dual swords and performing techniques that you learn from opponents. You gain experience points for each enemy you defeat and attain higher levels once you've earned enough. Defeated foes often drop money or items that replenish your HP and MP.



Recovering HP and MP

You can fully recover HP and MP by visiting Musashi's room in Antheum. You can also replenish HP and MP by consuming food and drinks purchased from local shops. Enemies you defeat in battle may drop energy orbs that will likewise restore HP and MP.



Press the START button to open the main menu, where you can use items, change equipment, select abilities, and view other important information. Press the  button to close submenus, or press the START button again to close the main menu and return to the game.




Title
Your title is determined by your level, the quests you've completed, and the number of abilities you've learned.

Lv. (Level)
Your current level is based on experience points earned by defeating enemies.

Time
This displays the amount of time that has passed since you started the game.

Money
This displays your current amount of "joules" (3), the currency of Antheum.

ITEMS

Use items in your inventory and view equipment in your possession. "Use" is the default command, but you can access other options by pressing the  button.



EQUIPMENT

Check or change the equipment you have at your disposal. Select which weapons and accessories to equip from the list.

Right Hand: The katana is carried in the right hand. Take it to a blacksmith to have it tempered and strengthened.

Left Hand: Choose between the great oar and any of the Five Swords in your arsenal.

Accessories: Equip the accessory best suited to the task at hand to improve your chances of success.

ABILITIES

Select abilities you've learned from enemies through "duplication" (see p. 14). You can perform each technique in battle whenever you press the buttons indicated in its help text. You can also select abilities via the quick menu.



MAP

View the layout of your current location.

STATUS

Check Musashi's current HP, MP, experience points, and attributes.



RESCUE LIST

See which villagers you have rescued and how many are still out there.



HINTS

Keep track of completed quests and learn helpful tips for tackling others.

OPTIONS

Configure game settings (see p. 8).

THE QUICK MENU

Hold down the R2 button to open the quick menu. You can then swap great swords or change your selected ability easily. Use the left and right directional buttons or the L1 and R1 buttons to scroll through your sword collection. Use the left analog stick to select an ability.





THE ROAD TO PERFECTION

Musashi earns experience points each time he defeats an enemy. He qualifies for new levels once he gains enough experience. When this happens, the words "Level Up!!" appear on the screen. You can then choose which attributes to raise by opening the main menu and selecting "Status." Once you have chosen an area to improve, Musashi's level will increase by one.





THE KATANA

Press the  button to slash with your katana, a swift Japanese blade wielded in the right hand. Press the  button repeatedly to execute a combination.




THE GREAT SWORDS: THE GREAT OAR AND THE FIVE SWORDS

Mighty swords like the great oar and the legendary Five Swords are wielded in the left hand. Press the  button to swing them and inflict terrible damage upon your foes. However, remember that these massive blades are heavy and slow, best used to finish opponents off. Each one also has a latent power that consumes MP when released. Hold down the L2 button, then press the  button to unleash the latent power within the sword.




TECHNIQUES

Some abilities are always available and consume no MP. Techniques, however, are a kind of ability that must be selected before you can perform them. You can select only one at a time, either from the quick menu or under "Abilities" in the main menu. Most techniques are performed using the  button.



JUMPING

Press the  button to jump straight up into the air. Use the left analog stick while in the air to jump in a specific direction. You can sometimes hold onto ledges by leaping up to them. Once you find a certain item along your journey, you'll be able to "double jump" to vault even higher.



DEFENDING

Hold down the L1 button to assume a defensive stance and deflect attacks coming from the front.



LOCKING ON AND THE FOCUS GAUGE

Press and hold the R1 button to lock onto an enemy and charge your focus gauge. You can cycle through targets using the directional buttons. Once the focus gauge is full, you are ready to duplicate the enemy's attack and make it your own. If the "lock on" cursor flashes blue, that means the enemy has a technique that you can duplicate. A certain item will allow you to see an enemy's current HP once you lock on.



OTHER ACTIONS

Depending on your surroundings, you can also hang from ledges and climb ladders. Certain items will allow you to perform other impressive feats. Keep in mind that certain actions like sword attacks are not permitted inside Antheum.



VEHICLES

Vehicles like motorcycles and flying machines can speed you along your journey. Each vehicle has its own special characteristics. Be sure to read the instructions that appear on the screen before taking off.




DUPLICATION

By observing his enemies closely, Musashi can mimic some of their movements to learn new techniques.

LEARNING FROM THE ENEMY

First, approach an enemy and hold down the R1 button to lock onto him. This will slowly charge the focus gauge in the upper left corner of the screen. If the "lock on" cursor glows blue, you can learn a new ability from that enemy. Once the focus gauge is completely full, you're ready to duplicate. However, taking damage while in this position will restart the focus gauge.

If your focus gauge is full and the enemy attacks with an ability you can duplicate, an exclamation point will flash on the screen. Press the  button before it disappears.


The new ability's command sequence will appear. If you input the sequence correctly, that ability will become your own.



PERFORMING ABILITIES


This section covers two classes of abilities: fundamentals and secret techniques. Other classes are also available.

Fundamentals

Input the necessary command to perform the ability. Once learned, fundamentals are always available and consume no MP. For example, Three Sixty is a spinning slash performed whenever you rotate the left analog stick once and press the  button.





Secret Techniques

Secret techniques consume MP and must be selected from either the quick menu or from the "Abilities" section of the main menu. Press the  button to perform the selected ability.



Musashi can pick up and carry certain characters around. Controls differ while Musashi is carrying someone. You'll need to carry people and things to unlock certain puzzles, so try picking up enemies, NPCs, and objects lying around to progress through the game.

PICKING PEOPLE UP

Walk up to the character you wish to pick up and press the  button. Press the  button to put him or her down.



LIFT YOUR ENEMIES


You can also pick up your foes, but you must first immobilize them. Certain abilities can do this, so try experimenting. Keep in mind that enemies don't like being carried and will wriggle out of your grasp after a while.



ACTIONS WHILE CARRYING





Musashi can perform a variety of moves even when he's hauling things around.

Attacking

Press the  button to slam the character you're carrying into a foe. It only hurts the target, not the character.



Tossing People

When carrying someone, press the  button to toss him into the air before catching him again. While he is in midair, you can press the  button to unleash a circular slash on enemies all around. If you toss an enemy into the air, you can press the  button to slash him or the  button to jump kick him.



THE GREAT OAR AND THE FIVE SWORDS

During his adventures, Musashi acquires a weapon called the great oar along with five legendary swords. Each of these harbors a latent power that can be unleashed by expending MP. However, Musashi must participate in a special ceremony to gain access to the powers of the Five Swords.



CHOOSE YOUR WEAPON

You can equip different swords in the "Equipment" section of the main menu. Alternatively, you can hold down the R2 button and use the quick menu to swap swords (see p. 11).



UNLEASHING LATENT POWERS

There are two kinds of latent powers: those released in a blast of energy and those that remain active until you cancel them or run out of MP. Some areas can only be crossed by using a latent power. If you ever come to a dead end, unleashing a latent power may open the way.



INSTANT

Some powers are unleashed instantly when you press the L2 and Δ buttons simultaneously.



SUSTAINED

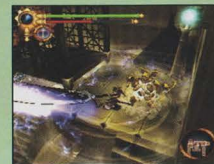
Other powers awaken when you press the L2 and Δ buttons. They remain active for an extended period of time and can be cancelled by pressing the L2 and Δ buttons again.

THE GREAT OAR

Latent Power: Maelstrom

Type: Instant

Effect: Musashi winds up and unleashes a fearsome vortex of doom that slices through all enemies in his vicinity.



THE FIVE SWORDS

One of Musashi's most important goals is to find the Five Swords. He needs them not only to defeat his foes, but also to overcome obstacles in his path by using the swords' latent powers. Three of the five legendary swords are outlined below.



The Sword of Earth

Latent Power: Tremor Thrust

Type: Instant

Effect: Musashi thrusts the sword into the earth, causing a tremendous shock wave that can rupture nearby boulders.



The Sword of Water

Latent Power: Hydro Blast

Type: Instant

Effect: Musashi fires a volley of water bombs powerful enough to extinguish flames and cause molten lava to solidify.



The Sword of Fire

Latent Power: Pyro Blast

Type: Instant

Effect: Musashi unleashes searing fireballs. Useful for igniting certain objects.



THE WORLD MAP

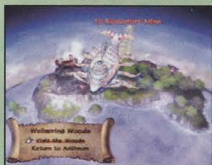
As the story progresses, more areas will open up on the world map. To view the world map, speak to Banon in his office in Antheum and select "Show me the world map."



Open the world map and use the left analog stick to move the Anthedon to your destination. Once you reach it, a list of available quests will appear. Select a quest with the directional buttons and press the \otimes button to begin it. Once you've completed all the quests in that area, you can simply train there.

QUESTS

When you move the Anthedon to each area, a list of available quests will appear. You can then choose a quest to undertake.



THE QUICK MAP

Whenever you visit Antheum, you can press the R2 button to view the quick map. It shows Musashi's current location and the layout of shops on that floor. A flashing symbol indicates a place you can visit to advance the story.



TRANSPORTERS AND CHECKPOINTS

Near the entrance of many areas are transporters that can warp you to Antheum. Step onto a transporter and press the \otimes button to open the transport menu. Select "Yes" to return to Antheum.



Checkpoints are scattered all over the world. Touch them to avoid having to replay the same area if Musashi is defeated. From the "Game Over" screen, select "Continue" to return to the most recently visited checkpoint.



DOORS AND OBSTACLES

As you explore different areas, all sorts of tricky doors and obstacles will block your path. You can progress by using the correct sword to destroy obstacles or activate switches. Some doors open automatically, while others require you to approach and press the \otimes button.



TREASURE CHESTS AND STORAGE BOXES

You'll find treasure chests and other boxes in the most unlikely places. To open one, walk up to it and press the \otimes button. These boxes come in many shapes and sizes, but all reveal their contents when Musashi slashes them open.



RESCUE THE MYSTICS

Always keep your eyes open for shimmering blue spheres; each contains a Mystic awaiting rescue. Free them with a slash of your great sword. As you rescue more Mystics, they return to their occupations in Antheum, providing new resources for Musashi and gradually restoring the town to liveliness.



If you cannot seem to advance the story, perhaps an important Mystic is still out there. Sometimes you have to find a Mystic in order to move forward.

MANY PLACES TO VISIT

Antheum is home to a wide assortment of shops and services. Most are closed when Musashi first visits, but many open up as he rescues more Mystics. This section introduces some of Antheum's finest establishments along with examples of their merchandise.

TUNNBROD'S BREAD

Bakes bread and other food for restoring HP.

- Burnt Biscuit: Restores a tiny bit of HP.
 Rye Bread: Restores a small amount of HP.
 Corn Muffin: Restores a fair amount of HP.



HOSOMAKI SUSHI

Carries an assortment of rice balls that restore HP.

- Plum Onigiri: Restores a small amount of HP.
 Seaweed Onigiri: Restores a fair amount of HP.
 Shiitake Onigiri: Restores a significant amount of HP.



PEPPER'S GRILL

Prepares a variety of food to restore HP and MP.

- Chef's Salad: Restores a small amount of HP and MP.
 Pork Pot Pie: Restores a fair amount of HP and MP.
 Possum Burger: Restores a tremendous amount of HP and MP.



LEYDEN'S LOUNGE

Concocts drinks that temporarily enhance Musashi's performance.

- Dairy Delight: Restores a small amount of HP and MP.
 Passion Punch: Temporarily boosts strength.
 Vigorade: Temporarily enhances defense.



KIRI'S CREAMERY

Sells a variety of ice cream. Kiri's treats restore MP but melt after a while, so plan accordingly.

- Persimmon Crunch: Restores a small amount of MP.
 Tofu Vanilla: Restores a fair amount of MP.
 Wasabi Mint: Restores a significant amount of MP.



MODENA'S EMPORIUM

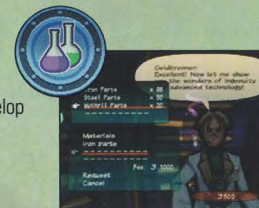
Carries an assortment of accessories.

- Heavy Gloves: Helps strengthen your grip.
 Wrist Guards: Prevents nicks and scratches.
 Spyglass: Enhances distant details.



INVENTIONS

Bring parts to the inventors here and they'll develop them into all manner of gizmos.



BLACKSMITH

The blacksmith can strengthen your katana by tempering it. But he'll need some magic alloy, a rare item found in treasure chests throughout the game.



APPRAISALS

Bring unfamiliar items to the appraiser and he'll identify them for you.



A variety of other useful shops will open, so remember to check the quick map in Antheum from time to time.

Square Enix Co., Ltd.

Director Yoichi Yoshimoto
Main Character Designer Tetsuya Nomura
Character Designers Takuya Iwasaki
 Gen Kobayashi
 Tomoyuki Sato
 Daigo Tsukada

Publicity & Character Art Designers Mihoko Ishii
 Fumi Nakashima

Planners You Miyazaki
 Tomokazu Shibeta
 Tai Yasue
 Kuntaka Yoshioka

Lead Programmer Satoshi Kishiwada
System Programmers Tamotsu Goto
 Sumio Nasu
 Kenro Tsujimoto
 Naoto Uenaka

Character Programmer Keiji Kikuchi
Battle Programmers Yoshinori Koi
 Hideki Matsuka
 Masashi Nakamichi

Script Programmer Toshiro Kahara
Lead Designer Takeshi Fujimoto
Lead Character Modeling Designer Kozo Iwasaki
Character Modeling Designers Takashi Imai
 Yasuhiko Onishi
 Rumiko Sawada
 Toru Yamaseki

Background Art Designer Eiji Yamashita
Background Texture Designers Takashi Hama
 Toru Honda
 Jun Ogawa
 Syoji Otani
 Masahito Wakimura

Background Modeling Designers Kyoshi Kondo
 Yasuyuki Matsunami
 Keita Shinagawa

Lead Motion Designer Masahiko Miki
Motion Designers Koji Inoue
 Akihiro Iwata
 Yoshiaki Teshima
 Hiroshi Uemura
 Takashi Yokotani

Lead Visual Effects Designer Hirotsugu Sugiyama
Visual Effects Designer Masahiro Shinoda
Executive Publicity Producer Kouji Taguchi
Publicity Director Ryutaro Sesaki
Publicist Daisuke Yamamoto
Publicity Assistant Shihō Tsuyuki
Overseas Sales & Marketing Koji Suga
Production Manager Rie Nishi
Production Assistant Kosuke Miyamoto
Associate Producer Hiroyuki Miura
Producer Takashi Tokita
Executive Producer Yoichi Wada

Square Enix Co., Ltd. Localization

General Manager Akira Kashiwagi
Localization Coordinators Shingo Hosokawa
 Fumiko Kurokawa

Square Enix Co., Ltd. Quality Assurance

QA Coordinator Naoyuki Hirayama
QA Assistant Coordinators Shinichi Kimura
 Tomokazu Nagamori
QA Technical Assistants Hisato Iwatsuki
 Yusuke Sadamasu

QA Staff

Wakana Kato
 Tomokazu Koyama
 Nobuyuki Nishimura
 Toru Saito
 Hiramon Sato
 Takahiro Shibuya
 Kaori Sugawara
 Masanori Tsuchiya
 Yosuke Tsukamoto
 Yasutaka Tuda
 ...and many others

QA Director Yukihiko Shibuya
General Manager Akihito Shoji
Rating Advisors Hiroko Hamada
 Sukeo Kogai
 Reiko Kondo

Special Thanks

Miki Akakura
 Takeshi Aramaki
 Emiko Funahashi
 Hiroshi Harada
 Tomohiro Hasegawa
 Ayako Hino
 Takashi Idogawa
 Masami Inafuku
 Kazuma Ito
 Kosei Ito
 Saiko Kafuku
 Yasuhiko Kyo
 Miwa Maki
 Sun Moniya
 Toshiaki Naito
 Yoshie Nishimura
 Yuki Nishimura
 Akihiro Notsu
 Mika Okada
 Tetsuya Okamoto
 Shihō Sasaki
 Toshinori Shimono
 Takuya Shirawa
 Chiyo Sonoda
 Kiyomi Tanikawa
 Kazuyoshi Teshiro
 Izumi Tsukushi
 Colin Williamson
 Nobufumi Yamada
 ...and everyone at Square Enix Co., Ltd.

Sound

Composers Masashi Hamauzu
 Junya Nakano
 Takayuki Iwai (Wavelink Zeal)
 Yuki Iwai (Wavelink Zeal)

Synthesizer Operator Ryo Yamazaki
Sound Programmer Minoru Akao
Sound Tool Programmer Satoshi Akamatsu
Movie Sound Editor Shojiro Nakaoka
Game Sound & Dialogue Editors Ryo Inokura
 Asako Suga
 Takayuki Iwai (Wavelink Zeal)
 Yuki Iwai (Wavelink Zeal)

Production Manager
Production Assistants

Cast Lenne Hardt
Musashi Jasmine Allen
Princess Mycella Douglas Kirk
President Gandrake Vicki Glass
Burrini Michele Stayner
Fontina Bianca Allen
Mirabo Bianca Allen
Maribo Gem Sorrells
Istara Rumiko Varnes
Clochette

Rothschild
Glogg
Riesling
Malbec
Shiraz
Master Mew

Michael Rhyss
 Murray Johnson
 Michael Naishut
 Yuko Yunkawa
 Jack Merluzzi
 Barry Gjerde

Voice Actor Coordination

Fulford Enterprises, Ltd.
1st Co., Ltd.
Phoenix Productions, Inc.
Dialogue Director Greg Dale
Voice Recording Studio Procen Studio Co., Ltd.
Mixer Masanori Tsuchiya
Assistant Mixer Nobuhiro Negishi
Actor & Studio Booking Half HP Studio Co., Ltd.
Coordinators Akiko Fujita
 Michiko Kayasaki
 Akiko Nakamura

Recording

Violin Hijiri Kuwano
Cello Haruki Wakaba
Oboe Hiroshi Shibayama
Flute & Piccolo Takashi Asahi
Drums Soul Toul
Acoustic Guitar Toru Tabei
Guitar & Bass Katsuyuki Nagano
Recording & Mixing Engineer Hiroshi Goto
Assistant Engineer Tatsuhiko Yoshida
Recording & Mixing Studio Little Bach
Recording Coordinator Fumio Takano

Opening Animation

Storyboards Yoshiyori Kanada
Director Hiroyuki Imaishi
Animation Supervisor Yasuto Murata
Animation Gainax
Animators Akira Amemiya
 Hitomi Hasegawa
 Ryoji Masuyama
 Keisuke Sasaki
 Sayaka Toda
 Keisuke Watanabe
 Satoshi Yamaguchi

Additional Animation

Dr. Movie
 Frontline
 Madhouse
 Miho Ayabe (Shift)
 Tormoe Tayaka
 Digital © Shift
 Natsuko Fukuhara
 Kensuke Katsu
 Hiroko Otsuka
 Kaneko Sato
 Izumi Takizawa
 Yasuko Watanabe

Coloring & Quality Inspector
Painting

Additional Painting Frontline
Backgrounds Hiroshi Sasaki
Effects & Composites Takeshi Ando
 Yoshitsugu Oyama

Editing Aya Hida (Gonzo)
Production Manager Shingo Kusuge
Production Coordinators Shoichi Osada
 Yutaka Uemura

Production Assistants

Haruka Mita
 Kyoko Muramatsu
 Kumiho Sano
 Chie Tamiya
 Hiromi Wakabayashi
 Hiroki Sato
 Gainax

Producer**Movie Production****Opening Theme "Samurai Struck"**

©2004 Solid Co., Ltd., Square Enix Co., Ltd.,
 and Five Nine Factory, Inc.

Performed by

Guitar The Surf Coasters
Shigeo Naka
Bass Nobuhiro Kunita
Drums Naotaka Seki
Composer Shigeo Naka
Arrangement The Surf Coasters
Recording & Mixing Engineer Katsuhiko Nagano
Assistant Engineer Toshio Ito
Recording & Mixing Studio Dutchmeme Studio
Producer Masa Sakuma
 (Five Nine Factory, Inc.)

Square Enix, Inc.

Quality Assurance Manager David "Ribs" Carrillo
Assistant QA Manager Mohammed A.C. Wright
Senior Lead Product Analyst Aaron J. Adams
QA Associates Keith Martz
 Jason Sanders
 Matt Hilton
 Greg Melancon
Lead Product Analyst Carmelo Cabezo
Assistant Lead Product Analyst David T. Doan
 Johnny Fournier
 Glenn Lee
 Matt L. Martinez
 Harley Meeks

QA Translators

Localization Specialists Arthur T. Kawamoto
 Kazuo M. Tanaka
 Brody Phillips
 Laurie Spillane
Editorial Specialist Jennifer L. Mukai
Localization Manager Yutaka Sano
Customer Support Anthony Montana
 Ryan Riley

Marketing Communications

Marketing Kumiko Hakushi
 Freddie K. Hashi
 Felipe Wu
 Fernando Bustamante
 Patrick H. Cervantes
 Jonathan Cooperston
 Philip Ser

Sales

Kenneth Chung
 Alaine C. DeLeon
 Traci Jones
 Neal Black
 Ichiro Otake
 BradyGAMES
 The Kenwood Group
 Ruder Finn Los Angeles
 Studio GED, Inc.
 Virtual Interactive, Inc.
 Zugara, Inc.
 Yoshi Homma

Legal Counsel
President & COO
Special Thanks

TAKE YOUR GAME FURTHER™ BRADYGAMES®

HELP MUSASHI FIND THE PRINCESS AND SAVE THE MYSTICS...



To purchase BradyGames' **MUSASHI®: Samurai Legend™ Official Strategy Guide**, visit your local electronics, book, or software retailer. Also available online at www.bradygames.com.

PRICE: \$14.99 US / \$19.99 CAN

SQUARE ENIX™

BRADYGAMES®
TAKE YOUR GAME FURTHER

© 2005 SQUARE ENIX CO., LTD. Main Character Design: Tetsuya Nomura.

with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough with Detailed Maps.
- Coverage of All Enemy Techniques Including How to Use Each One.
- All-Inclusive Bestiary.
- Exhaustive Item and Equipment Lists.
- Game Secrets and Hidden Items Revealed!

Fill out this card and return it to be entered in our monthly drawing. You could win a cool game!

REGISTRATION CARD - MUSASHI®: SAMURAI LEGEND™ SLUS-20983

FIRST NAME: _____		LAST NAME: _____		APARTMENT/ SUITE NUMBER: _____	
STREET ADDRESS: _____		CITY: _____		STATE: _____	
PHONE NUMBER: () _____		COUNTRY: _____		ZIP/ POSTAL CODE: _____	
E-MAIL ADDRESS: _____		DAY _____ EVE _____		MALE <input type="checkbox"/> FEMALE <input type="checkbox"/> AGE: _____	

PARENT OR ADULT GUARDIAN (IF UNDER 18 YEARS OLD): WHICH SQUARE ENIX™ GAMES DO YOU OWN? <input type="checkbox"/> Total No. 1® <input type="checkbox"/> Emhander® <input type="checkbox"/> EHRGEIZ® <input type="checkbox"/> SaGa Frontier® 2 <input type="checkbox"/> Chrono Cross® <input type="checkbox"/> The Bouncer® <input type="checkbox"/> FINAL FANTASY® X-2 <input type="checkbox"/> FINAL FANTASY® Xt: Chains of Promathia™ PC Version <input type="checkbox"/> FINAL FANTASY® Xt: Chains of Promathia™ I & II <input type="checkbox"/> DRAGON WARRIOR® III <input type="checkbox"/> DRAGON WARRIOR® VII <input type="checkbox"/> STAR OCEAN: THE SECOND STORY®		<input type="checkbox"/> Bushido Blade® <input type="checkbox"/> Xenogears® <input type="checkbox"/> FINAL FANTASY® VIII <input type="checkbox"/> Vagrant Story® <input type="checkbox"/> Kingdom Hearts® <input type="checkbox"/> FRONT MISSION® 4 <input type="checkbox"/> FINAL FANTASY® VII PC Version <input type="checkbox"/> KINGDOM HEARTS® CHAIN OF MEMORIES <input type="checkbox"/> DRAGON WARRIOR® MONSTERS 2: COBI'S JOURNEY <input type="checkbox"/> BUST A GROOVE® 2 <input type="checkbox"/> STAR OCEAN: XTREME		<input type="checkbox"/> SaGa Frontier® <input type="checkbox"/> Brave Fencer® Musashi® <input type="checkbox"/> FINAL FANTASY ANTHOLOGY® <input type="checkbox"/> Threads of Fate® <input type="checkbox"/> DRIVING EMOTION TYPE-S® <input type="checkbox"/> UNLIMITED Saga™ <input type="checkbox"/> FINAL FANTASY® XI <input type="checkbox"/> FINAL FANTASY® XI PC Version <input type="checkbox"/> FULLMETAL ALCHEMIST™ and the Broken Angel <input type="checkbox"/> DRAGON WARRIOR® MONSTERS 2: TARA'S JOURNEY <input type="checkbox"/> GRANDIA™ <input type="checkbox"/> TORNEKO: THE LAST HOPE® <input type="checkbox"/> RAD: ROBOT ALCHEMIST™		<input type="checkbox"/> FINAL FANTASY TACTICS® <input type="checkbox"/> Bushido Blade® 2 <input type="checkbox"/> Chocobo's Dungeon® 2 <input type="checkbox"/> Legend of Mana® <input type="checkbox"/> FINAL FANTASY CHRONICLES® <input type="checkbox"/> FINAL FANTASY® ORIGINS <input type="checkbox"/> STAR OCEAN™ Till the End of Time™ <input type="checkbox"/> FINAL FANTASY® VIII PC Version <input type="checkbox"/> KINGDOM HEARTS® MONSTERS 2: COBI'S JOURNEY <input type="checkbox"/> BUST A GROOVE® 2 <input type="checkbox"/> STAR OCEAN: XTREME	
--	--	---	--	---	--	--	--

<input type="checkbox"/> CHECK THIS BOX IF YOU DO NOT WISH TO BE CONTACTED BY SQUARE ENIX, INC. <input type="checkbox"/> CHECK THIS BOX IF YOU DO NOT WISH TO BE CONTACTED BY SQUARE ENIX, INC.'S BUSINESS PARTNERS		YOUR LIMITED WARRANTY RIGHTS APPLY REGARDLESS OF WHETHER YOU SUBMIT THIS CARD. © 2005 SQUARE ENIX CO., LTD. All Rights Reserved.	
--	--	---	--

CUSTOMER SUPPORT
For customer support and technical support questions, you can call (310) 846-0345. Representatives are available Monday-Friday 8am-12pm and 1pm-5pm, Pacific Standard Time.

GAME TIPS

U.S.: 1-800-892-5825
(Major credit card required)
\$99/min. Automated Tips only.
Canada: 1-900-451-KLUE
(1-900-451-5583) \$1.50/min.
Automated Tips only.
Prices subject to change without notice.
Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for the U.S. and Canada only. Touch-tone phone required.
Automated support is available 24 hours a day, 7 days a week.

No further purchase necessary. Each card qualifies for one monthly drawing. Two winners per month. Please fill in all information, or include all information on information card. Winner will be notified by mail. P.O. Box 6000, Clear Lake, MI 55319. One entry per person. Drawing to take place on or about the last day of each month. Winner will be notified by mail. Void in Washington, Missouri, Florida, Ohio and other places where prohibited. Square Enix, Inc. reserves the right to determine the actual game, subject to termination without notice. Sony Computer Entertainment America takes no responsibility for this offer.

For information and services by Square Enix, Inc., go to www.square-enix.com

LIMITED WARRANTY

25

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday - Friday, 8:00 am - 12:00 pm and 1:00 pm - 5:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday-Friday 8:00 am - 12:00 pm and 1:00 pm - 5:00 pm, Pacific Standard Time.

Game tips are available (for callers in the U.S. and Canada only) for all SQUARESOFT and SQUARE ENIX PlayStation® and PlayStation®2 titles. CHARGES WILL APPLY. To obtain game tips, please call:

In the U.S.: **1-800-892-5825** (Major credit card required) Charges: \$.99/min. Automated Tips only.

In Canada: **1-900-451-KLUE** (1-900-451-5583) Charges: \$1.50/min. Automated Tips only.

Touch-tone phone required. Prices subject to change without notice. Callers must be at least 18 years old or have the permission of a parent or guardian. Game tips are available 24 hours a day, 7 days a week.

For information and services by Square Enix, Inc., go to www.square-enix.com

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

Fill out this card and return it to be entered in our monthly drawing. You could win a cool game!

SQUARE ENIX™

Published by Square Enix, Inc.

Square Enix, Inc.

P.O. Box 6000

Clear Lake, MN 55319

PLACE
POSTAGE
HERE

THE SURF COASTERS

NEW ALBUM "SAMURAI STRUCK"

featuring the opening theme music of
Musashi: Samurai Legend

ON SALE NOW!

<http://www.surfcoasters.com>



The Surf Coasters were formed by Shigeo Naka in 1994 in Tokyo, Japan. They made their public debut on a TV show similar to *Star Search*, where they won with their version of Dick Dale's "Misirlou," the hit song from *Pulp Fiction*. Since then, they have released more than twenty CDs on the Columbia, BMG, and Victor labels and have been featured on several film and video game soundtracks. They have toured Japan extensively and also toured the U.S. West Coast in March 2005.

Guitar legend Dick Dale, known as the "King of Surf Guitar," visited Japan in 1995 and played a number of shows with the Surf Coasters. He has dubbed Shigeo Naka the "Prince of Surf Guitar."